

ATARI® 7800 Game Manual

ACE OF ACES®

by Accolade



TABLE OF CONTENTS

INTRODUCTION	1
Trump That Ass!	1
Getting Started	1
PLAYING THE GAME	2
Practice	2
Mission	3
Intelligence Report	3
Navigation Map	4
Selecting Ammunition and Fuel	4
FLYING A MISSION	5
Control	5
Engine Room	5
Bomb Bay	5
STRATEGY	10
Dog Fights	10
Trans	11
U-Boats	11
Survival	11
SCORING	12

INTRODUCTION

Trump That Ace!

In World War II and Britain's Royal Air Force is up to its neck in Ace attacks. As one of the RAF's most aggressive pilots, you're in on flying the most crucial missions to shell the enemy.

They attack by land, air, and sea. Your only allies are your De Havilland Mosquitos, your weapons, and your wits. Chase the Nazi bombers, sink the U-boats before they can dive, outrun the V-1 buzz bombs, and stop the POW trains from reaching the enemy lines.

Choose your ammunition and fuel supplies once you're on a mission. There's no turning back. To be an Ace, you need four victory districts. To be Ace of Aces, you've got to be the best!

Getting Started

- 1 Insert the Ace of Aces cartridge into your Atari 7800 Video Game System as explained in your Owner's Manual.
- 2 Switch on your television, then press **Power** on your 7800 console. The title screen appears, followed by the four select screens.
- 3 From the title screen, press **Select** or a fire button. In a midpoint screen your Group Captain offers you the choice of a practice flight or a mission. Move the directional control of your game controller forward or back to mark your choice. Then select a fire to begin.

4. Press [Delete] at any time to start a new game with the same mission
5. Press [Pause] or the right fire button to pause the game and display a status screen. Press it again to resume play

PLAYING THE GAME

Practice

If you choose a practice flight, the Group Captain offers you three alternatives:

- Dog Fight: Go nose-to-nose with enemy ME109s and shoot them down
- Train: Practice bombing the enemy rail system
- U-Boat: Cruise over the North Atlantic for a dry run on a wolfpack

Move the directional control forward or back to make your choice, then press the fire button to begin.

Man your Mosquito—it's already loaded with the necessary ammunition and fuel. Now's the time to practice destroying the enemy. (See the other sections of this manual for instructions.) When your plane suffers damage or runs low on ammo or fuel, return to base.

Use the practice flight to learn your aircraft and its controls. Once you're back on base, you'll be called again into the Group Captain's pre-dawn session.

Mission

When you select a mission, the Group Captain gives you four alternatives:

- V-1 Rocket: The enemy is launching V-1 buzz bombs, accompanied by an unknown number of ME109 fighters.
- Bomber: Ju88 and ME109 bomber planes control the skies.
- Train: Red transport of Allied POWs to enemy camps is underway. ME109 air support is probable.
- U-Boat: Enemy submarines are converging on Allied convoys.

Each one is a known enemy threat. The mission that is the most crucial at the moment depends on the enemy's last war plan. After a few missions, it'll be up to you to choose the best strategy attack area.

Move the controller's directional control forward or back to point to a choice, then press the fire button to mark it. You can choose more than one mission at a time. Then press to "Begin Game" and press the fire button to start.

Intelligence Report

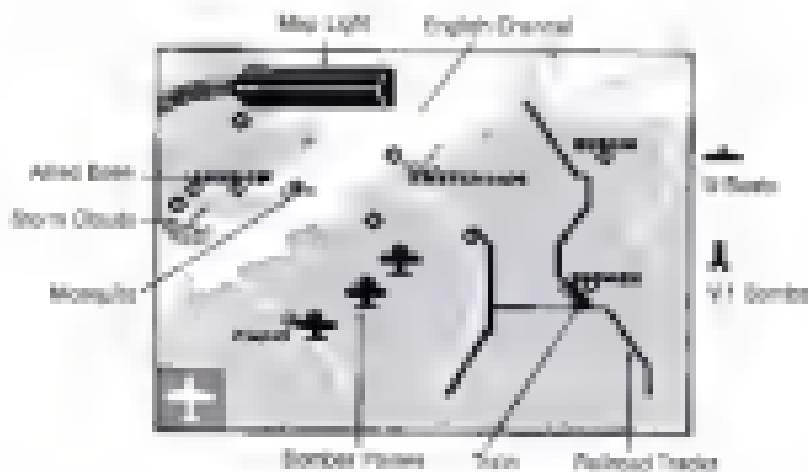
Intelligence agents, resistance groups, and aerial reconnaissance work ceaselessly to pinpoint exact enemy positions. Headquarters now makes you privy to their report. The report file contains information on weather conditions, recommended altitude, weapons, and target sequence. Memorize the report—the information could keep you alive.

Move the directional control forward or back to either accept or reject the mission. Then press the fire button or [accept]. Reject the mission when you want to choose another alternative. Accept the mission and there's no turning back. Your navigational map appears.

Management blog

The navigation map shows major European cities and enemy positions based on intelligence reports. Take a good long look. This information is vital to your success.

Background



Plan on the mission during your mission (see *Ways to Win the Message* table). Intercept the air and ground enemy weapon carriers before they reach their destinations. Destroy the U-boat path before the subs can sail to attack Allied convoys in the North Atlantic. Avoid storm situations—they spell trouble.

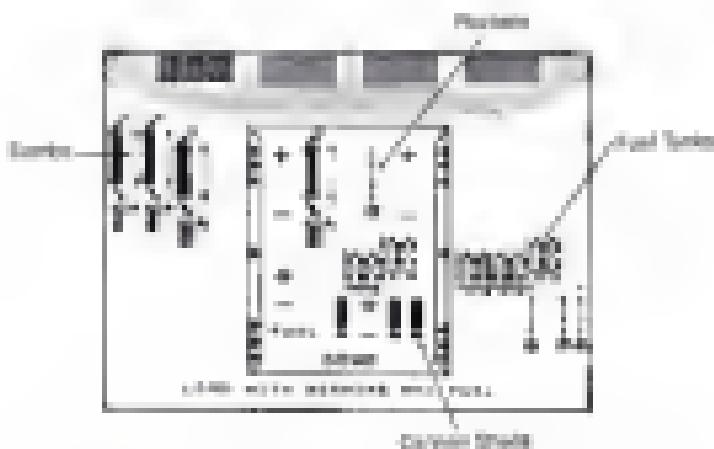
Now press the **one** button to prepare your plane.

Selecting Ammunition and Fuel

You move toward your ammunition and fuel in the weapons room. Your intelligence report recommended cover

ammunition. You'll use cannon shells and rockets for dog fight and bombs for surface targets. If your targets are tanks and tanks load up on bombs and add a few cannon shells and rockets for surface (turret and hull). If you're going for *Age of Axles* status by choosing all four missions, select your ammunition based on your bombing and dog fight interests after the intelligence report. Add fuel tanks for long-range missions. (You automatically have one fuel tank already loaded.)

Weapons Selection



Need to switch offerring see plus (+) and minus (-) signs. Move the directional control to make a sign, then press the fire button. Plus signs load ammunition and fuel; minus signs offload them. When you've reached maximum load, you will not be able to load any more items.

Once you're armed and fueled, move the directional control back to mark "Done" and press the fire button. A series of photos appear on screen showing your take-off. Go get 'em!

FLYING A MISSION

While airborne, you've got five waves from which to carry on your attack. Use the directional control and the fire button to change waves (follow the table). A double-press on the fire button means two quick shots.

Waves from the Mosquito

Wave	Controller Action
Central	Double-press the button, then push directional control forward.
Engine nose and front wing	Double-press the button, then push directional control left.
Engine nose, stern and front right wing	Double-press the button, then push directional control right.
Midgatedral nose	Double-press the button, then pull back on the directional control.
Bomb Bay	Double-press the button with the directional control centered.

Cockpit

You'll look forward from the cockpit into the skies (or cloud cover). Use your controls to keep your Mosquito on course. Press the fire button to fire guns and rockets. Crosshairs turn red when your target is in firing range.

Compass. The initial compass heading is south (90). Change course by pushing the directional control left or right. A dark line on the compass indicates the correct heading for the next target. When all targets are destroyed, the dark line heading shows you the way home.



Airspeed. Your speed is shown in miles per hour. Adjust this reading with the boosters, throttle, and flaps in the engine tools.

Attitude Indicator. This indicator shows your altitude and the angle of your wings relative to the fixed horizon. Angling (moving the directional control left or right) turns your Mosquito in the direction of the lower wing.

Altimeter. This dial reads your altitude in thousands of feet, relative to the fixed horizon.

Intercom. The intercom monitors trouble spots in the Mosquito. When a section of the plane lights up, move to that area and take care of the problem. When the center of the plane lights up, the ground target is in sight or a fuel tank is empty. The intercom appears in all views.

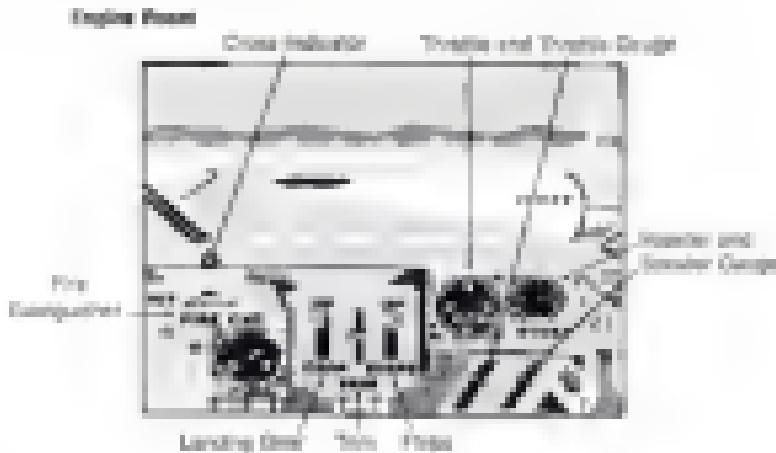
Yoke. The yoke steers your aircraft. Move the yoke with the directional control forward to dive, back to climb, left or right to turn in that direction.

Enemy Altitude. This gauge monitors the altitude of oncoming enemy aircraft relative to your altitude.

Predator. This sweep dial tells you an enemy's distance relative to your position.

Engine Room

Control the mosquito's speed and flight position from the engine room as well as control damage. Move the pitch indicator by pushing the directiona center left or right. Then change a **DISPLAY** panel setting by pressing the left button and moving the stick-level control toward back, left or right.



Throttle and Throttle Gauge. The throttle controls your engine speed, measured in revolutions per minute (RPM) on the throttle gauge. Move the lever up to increase speed. The engine is over-revving if the RPM needle is in the red zone. Decrease speed immediately. If you don't slow down, the engine is on fire and you will have to go for the fire extinguisher.

Booster and Booster Gauge. The booster controls the pitch of your propellers measured in angles on the booster gauge. Move the lever forward to increase pitch. The booster must be at the same setting as your throttle for top fuel efficiency. If the throttle and booster aren't balanced, the engine will either over-rev or lug.

Landing Gear. Keep this control in the up position unless you want to reduce speed quickly—useful for avoiding friendly fighters.

Trim. Trim controls the tail rudder and determines your direction of flight.

Flaps. Wing Flaps (Gullwings) are your brakes. Move the lever down to brake but be careful at high speeds the vibrations could damage the Mosquito.

Fire Extinguisher. Move the lever right to spray the fire extinguisher on fire engines. Once an engine is doused, it's out of commission until repaired.

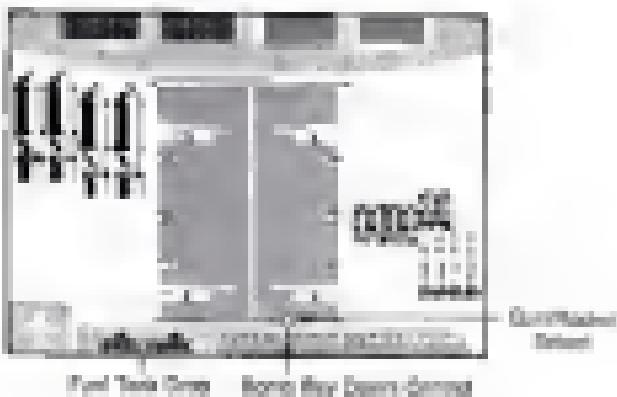
Fuel. Check your fuel condition frequently. When a tank is empty, switch to the bomb bay view and take care of the problem.

Bomb Bay

The bomb bay view tells how much ammunition you have left. Move the directional control left or right to position the cross indicator above a central, then hold down the fire button and move the directional control left or right to change a setting.

Bomb Bay Doors Control. Open the bomb bay doors to take aim on U-boats and trains. When a target is in sight, crosshairs appear. Move the directional control to position the target within the crosshairs. Press the fire button to drop bombs.

Bomb Bay



Fuel Tank Drop: Drop empty tanks to improve your fuel use or for a quick getaway. Be sure you have enough fuel to get home.

GrenadeSelect: Use this lever to choose either the gun (cannon) or rocket to fire on your target.

STRATEGY

Dog Fights

Enemy fighters attack randomly without warning. When an enemy aircraft burns up on your radar, your Mosquito position flashes on the navigational map. You must shoot down the enemy before he gets you. And that's quick—you're burning up fuel.

Enemy aircraft attack in greater numbers once you have destroyed their tanks and L-Boats.

V-1s are slower than fighters. If they're too close to you when they explode, their shrapnel may damage your Mosquito.

Trains

You must stop the POW train en route to Berlin. Aim only at cars marked with the Iron Cross. Cars marked with the Red Cross carry captured Allied troops and will cost you points if destroyed. You get only one attack at the train so be precise about altitude and speed. Your best attack position is 1,000 feet at 100 mph.

U-Boats

The U-boats are preparing to attack Allied shipping in the North Atlantic. Stop them before they launch. Once you open your bomb bay doors, the U-boats will pick you up on instruments and begin diving. Once underwater, they will not resurface for the duration of your mission. You're in maximum attack position at 1,000 feet in 100 mph.

Survival

Intelligence advises the following survival tactics:

- Check the intercom often for trouble spots. Your chances of survival are greater if you can contain damage early on.
- You'll need extra speed in order to climb when you have a full load of weapons and fuel.
- Speed increases as you drop bombs and fuel tanks.

SCORING

Rocket hits were twice the points of cannon hits

Destroying the Enemy

Fighter (busted)	1000 points
Fighter (cannon)	500 points
B-1 (busted)	300 points
B-1 (cannon)	150 points
Bomber (busted)	200 points
Bomber (cannon)	100 points
Train (busted)	300 points
U-Boat	200 points
POW (busted)	300 points

Completing a Mission

Safe Return	2000 points
Bomb intact	100 points
Rocket intact	100 points
Cannon Shell intact	100 points
Pyro Tank intact	100 points

Every effort has been made to ensure the accuracy of the printed documentation in this manual. However, Atari Corporation is constantly improving and updating its computer hardware and software. It is unable to guarantee the accuracy of printed material after the date of publication and declines liability for changes, errors, or omissions.

Reproduction of all or any portions of this manual is not allowed without the specific written consent of Atari Corporation.

Atari®, the Atari logo, and "7800"® are trademarks or registered trademarks of Atari Corporation. Axle of Axle® is a registered trademark of MIDWAY Game Design, Inc.

Copyright © 1986, 1987, Associate Inc. All rights reserved.
Original source from Atari Digital Productions

 **ATARI**

Copyright © 1986, Atari Corporation,
Sunnyvale, CA 94089
All rights reserved.



Copyright © 1988, Atari Corporation
Berkeley, CA 94708
All rights reserved.

Printed in Hong Kong, 9/7/88

CB88018-04B Rev. A